any chance for N900 build?

any chance for N900 build?
by **optimaxxx** » Sun Feb 07, 2010 9:21 am

optimaxxx
Junior Member
Posts: 2
Joined: Sun Feb 07, 2010 8:57 am

yeah, the N900 has support for qt 4.6

(http://labs.trolltech.com/blogs/2009/10/09/qt-on-the-n900/)

and here's some more general info

The phone has a 600 MHz ARM Cortex-A8 CPU, which obliterates what the gba had [img]<fileStore.core_Emoticons>/emoticons/biggrin.png[/img]/emoticons/biggrin@2x.png 2x" width="20" height="20" />, but the current gba emulator doesn't seem to be well-coded enough? for the n900 to have sound functioning properly (and most games are around 30$_{40}$ fps)

now that you guys have some idea what the hell an N900 is, i would now like to go total noob on your asses ands ask how i would build this from your source?

i was using this post (#313) as a general guide, it works well till it bams up "no makefile found"..

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..

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prawned [img]
<fileStore.core_Emoticons>/emoticons/tongue.png[/img]/emoticons/tongue@2x.png 2x" width="20" height="20" />

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thanks guys!

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ps, sorry if this isn't the right place, i really didn't know where to put this thread, but it is a suggestion on a level [img]
<fileStore.core_Emoticons>/emoticons/tongue.png[/img]/emoticons/tongue@2x.png 2x" width="20" height="20" />

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any chance for N900 build?
by **spacy51** » Sun Feb 07, 2010 2:32 pm

spacy51
Senior Member
Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

Well, since it supports Qt 4.6, how about trying to compile the VBA2 WIP for it?

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source code here:

http://code.google.com/p/gbxemu/source/browse/trunk#trunk/vba2

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project file is /build/vba2.pro

You can open it with Qt creator and build VBA2 without any other dependencies.

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I can compile demo apps for mobile devices that come with the Qt SDK and run them on Windows, so it probably also works the other way round.

Last edited by spacy51 on Sun Feb 07, 2010 2:33 pm, edited 1 time in total.

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any chance for N900 build?
by **optimaxxx** » Sun Feb 07, 2010 11:42 pm

optimaxxx
Junior Member
Posts: 2
Joined: Sun Feb 07, 2010 8:57 am

so using subversion + qmake + make was the wrong idea?

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trying qtcreator now..

but there's already a major usability issue as i'm doing this trhough my chroot, so it's not actually going to installed to the maemo OS (linux dist. that comes with n900)

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any chance for N900 build?
by **Squall Leonhart** » Mon Feb 08, 2010 1:03 am

Squall Leonhart
Posting Freak
Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

please note, that we don't directly support the arm ports, vba was primarily and x86 emulator and is more directly supported on those platforms. once you leave x86 you leave the zones of experience many of the developers have.

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any chance for N900 build?
by **spacy51** » Mon Feb 08, 2010 5:34 am

spacy51
Senior Member
Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

> so using subversion + qmake + make was the wrong idea?
>
> trying qtcreator now..

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QMake+make is ok. Qt Creator just calls QMake+make after all.

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VBA2 does not use any assembler code, so it should work fine.

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any chance for N900 build?
by **Exophase** » Mon Feb 08, 2010 12:25 pm

Exophase
Junior Member
Posts: 16
Joined: Sun Jun 07, 2009 9:56 pm

VBA is too slow for OMAP3530, ports to Pandora also confirm that. For right now you're better off waiting for a port of gpSP instead (but I'm not going to be doing one).

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any chance for N900 build?
by **Pickle** » Sun Mar 07, 2010 8:43 pm

Pickle
Junior Member
Posts: 1
Joined: Sun Mar 07, 2010 8:32 pm

Hi all, first time here (hi exophase ;-))

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i actually came across this fork disappointed by the gtk code in vba (cant get to compile)

I attempted to build for the pandora (which so close to the n900), but theres one dependency I cant work around and thats the gtkgl stuff.

This emu could work if an sw path was created.

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Even though the GBA stuff is slow (VBA), the GB/GBC emution is nice.

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